



• WARSCROLL •

# DAEMONETTES



Possessed of impossible grace and grotesque beauty, Daemonettes of Slaanesh bound across the battlefield with sadistic glee. They are in constant competition with one another to see who can inflict the most pain on the enemies of the Dark Prince.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	2	4+	4+	-1	1

## DESCRIPTION

A unit of Daemonettes has any number of models, each armed with Piercing Claws.

**ALLURESS:** The leader of this unit is an Alluress. Add 1 to the Attacks characteristic of an Alluress' Piercing Claws.

### ICON AND STANDARD BEARERS:

1 in every 10 models in this unit can be an Icon Bearer. In addition, 1 in every 10 models in this unit can be a Standard Bearer.

**Icon Bearers:** If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add D6 models to that unit, and no models from that unit will flee in that battleshock phase.

**Standard Bearers:** You can re-roll hit rolls of 1 for attacks made by a unit that includes any Standard Bearers.

**HORNBLOWER:** 1 in every 10 models in this unit can be a Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of any friendly Hornblowers is 1, that battleshock test must be re-rolled.

## ABILITIES

**Sadistic Killers:** *These perverse creatures dance from foe to foe, claw-hands slicing through flesh and armour.*

If the unmodified hit roll for an attack made with Piercing Claws is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

While this unit has 20 or more models, attacks inflict 2 hits on an unmodified roll of 5 or 6 instead of only on a 6.

**Lithe and Swift:** *Daemonettes surge across the battlefield on lithe legs, the whorls of pigment from their gaudy tattoos forming dizzying fractals of colour and shape.*

This unit can run and still charge later in the same turn.

**Locus of Excruciation:** *Daemonic heroes shimmer with the raw power of their patron god, strengthening lesser daemons that are nearby.*

Re-roll unmodified hit rolls of 6 for attacks made with melee weapons that target this unit while this unit is wholly within 9" of a friendly **DAEMON SLAANESH HERO**.

KEYWORDS

CHAOS, DAEMON, SLAANESH, DAEMONETTES